

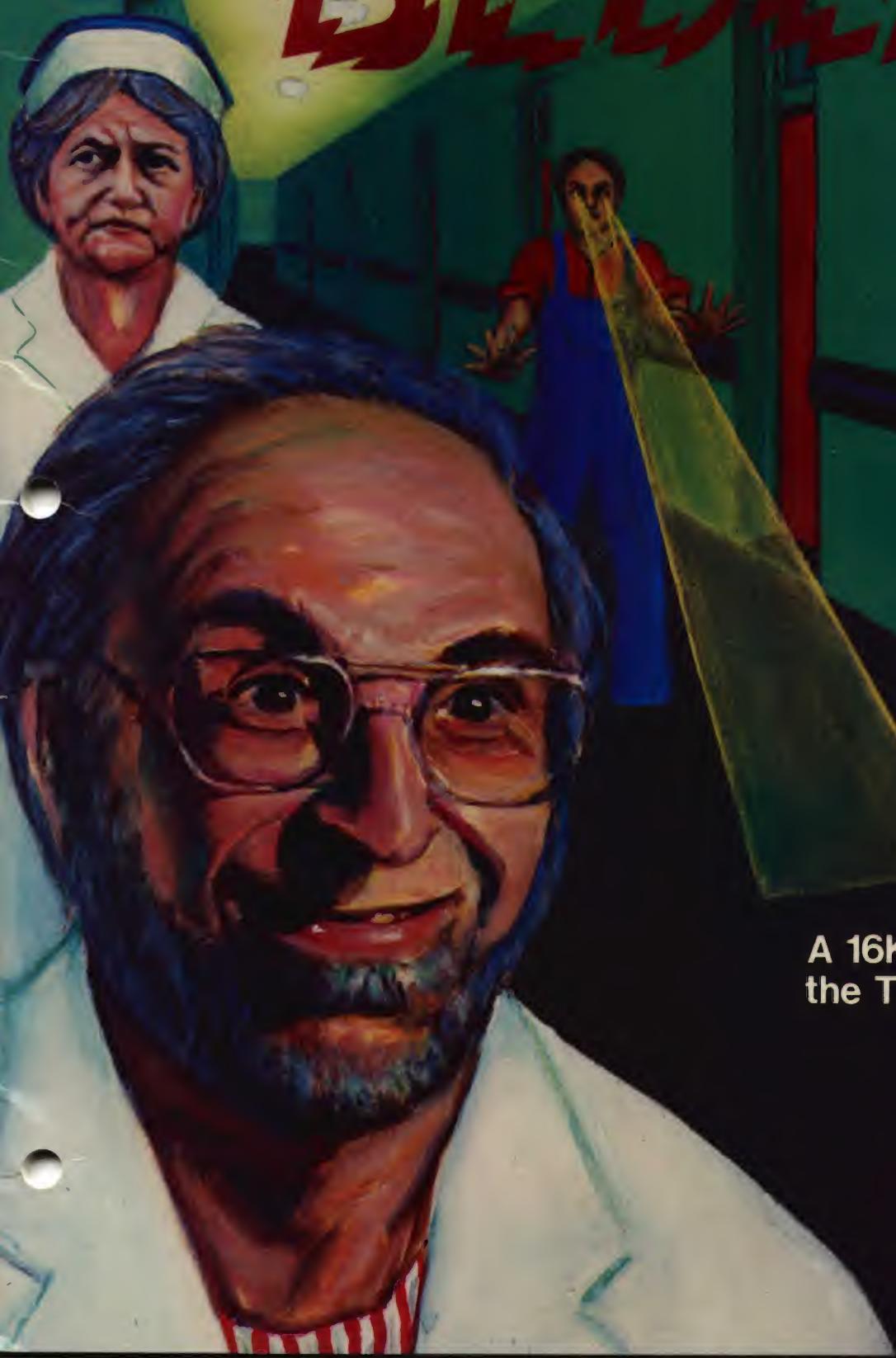
Radio Shack

TRS-80

COLOR
COMPUTER

CAT. NO.
26-3312

BEDLAM



A 16K Adventure Game for
the TRS-80 Color Computer

Bedlam™

Radio Shack®



A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

**Bedlam Program:
©1982 Robert Arnstein
Licensed to Tandy Corporation
All Rights Reserved.**

**Bedlam Program Manual:
©1982 Tandy Corporation.
All Rights Reserved.**

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information obtained herein.

Please refer to the Software License on the back cover of this manual for limitations on use and reproduction of this Software package.

Introduction

Bedlam is another new adventure from Radio Shack. There are no hidden treasures to find, no wealth to amass, no score to beat. There is only one goal—get out, if you can. Your success depends totally upon your resourcefulness, and your ability to think clearly. There is only one way out, but be warned—the exit changes each time you load the game.

Your computer and the instructions you give are the keys to your escape. Bedlam recognizes commands like GO WEST or GET THE KEY. You can shorten direction commands to WEST or NORTH (or even W or N if you prefer). You don't have to limit yourself to two-word commands. You can HIT THE DOOR WITH THE DUMB KEY, or EXAMINE THE GREEN DOOR. (If there are two doors or two keys present, the computer might ask WHICH DOOR? or WHICH KEY?) Add the missing word (including a space at the end of the word).

You may end a game at anytime by typing **Q U I T** or **S T O P**.

You can erase anything you type by pressing the **C L E A R** key or using the **←** and **→** keys. If you are in the middle of a sentence, the computer will simply make room for any new text. To make the computer respond to your request, you must press **E N T E R** after you type your instruction.

To help you escape, you can try enlisting the aid of some of the people you meet. Their ability to help also changes each time you play the game. Depending on the active escape route, you will either be able to escape without help from anyone, or you will need the help of one or more people you meet. The people that can help in one game may be ineffective in another game.

If you get lost during a game, type: **L O O K** and press **E N T E R** to see where you are. To take an inventory of what you have acquired during the course of the game, type: **I N V E N T** (short for Inventory), and press **E N T E R**.

Good Luck. I really hope you make it. You may even be lucky the first couple of times and get out easily. Who knows? You may not be quite so lucky the next time you try.

System Requirements

To enter Bedlam, you will need a TRS-80 16K or 32K Color Computer, a color television set, a Radio Shack cassette recorder, and connecting cables.

Loading the Program

Make sure that the Color Computer is properly connected to the television. Connect the tape recorder to the Color Computer. Insert the Bedlam tape into the recorder and press the "Rewind" button on the recorder. Press "Stop" when the tape is finished rewinding. Turn on the Color Computer and television. Tune the television to channel 3 or 4. Press the "Play" button on your tape recorder. Type **C L O A D M** and press **ENTER**. The program will load. When the **OK** appears on the screen, type **E X E C** and press **ENTER**. Now you can begin your strange journey.

Questionnaire

This questionnaire is not an official psychological test and is not endorsed by any reputable doctor. Only the doctor that you'll find in Bedlam endorses this crazy test. Although the test is mostly for fun, it does have a purpose. Concealed within the questions and score evaluations are clues which should help you escape Bedlam. You may not recognize the clues in the questionnaire until you try to escape from Bedlam.

1. Have you ever felt that people were following you?

Yes No Unsure Score

2. Do you think you are smarter than most people?

Yes No Unsure Score

3. Are most of your friends "weird" in one way or another?

Yes No Unsure Score

4. Have you ever thought about writing the story of your life?

Yes No Unsure Score

5. Do you get depressed easily or often over "games"?

Yes No Unsure Score

6. Do computers seem to be almost "alive" or "evil" at times?

Yes No Unsure Score

7. Do you enjoy games that get more frustrating as you go?

Yes No Unsure Score

8. Have you ever considered programming as a career?

Yes No Unsure Score

9. Would you take advice from someone you thought was crazy?

Yes No Unsure Score

10. Does a long, isolated vacation sound good to you right now?

Yes No Unsure Score

11. Would you like to know someone with X-ray vision?

Yes No Unsure Score

12. Can a door painted on a wall ever be opened?

Yes No Unsure Score

13. Do you think that some people in mental hospitals are sane?

Yes No Unsure Score

14. Would you accept help from someone who said he was "Napoleon Bonaparte?"
- | | | | |
|-----|----|--------|-------|
| Yes | No | Unsure | Score |
|-----|----|--------|-------|
15. Would you be suspicious of someone dressed in a bloody surgical gown, carrying a hypodermic syringe?
- | | | | |
|-----|----|--------|-------|
| Yes | No | Unsure | Score |
|-----|----|--------|-------|
16. Do you like to pet growling guard dogs?
- | | | | |
|-----|----|--------|-------|
| Yes | No | Unsure | Score |
|-----|----|--------|-------|
17. Would you like to reconsider your answer to question 8?
- | | | | |
|-----|----|--------|-------|
| Yes | No | Unsure | Score |
|-----|----|--------|-------|
18. Are you still a little crazy?
- | | | | |
|-----|----|--------|-------|
| Yes | No | Unsure | Score |
|-----|----|--------|-------|
19. Are you telling the truth on question 18?
- | | | | |
|-----|----|--------|-------|
| Yes | No | Unsure | Score |
|-----|----|--------|-------|
20. Have you ever heard the word "Plugh" before?
- | | | | |
|-----|----|--------|-------|
| Yes | No | Unsure | Score |
|-----|----|--------|-------|

Final Score

Determining Your Score for Psychiatric Profile Questionnaire

Question 1—People following you

Answering Yes indicates a mild paranoia unless you are a tour guide or drum majorette. Score 6 points for Yes.

Answering No suggests an overly euphoric state of mind which, in today's society, calls for immediate treatment. Score 5 points for a No answer.

You don't know whether or not people are following you? Score 6 points for lack of awareness.

Anyway, once you start playing Bedlam, you'll be glad to have people following you—you'll need all the help you can get.

Question 2—Thinking you are smarter than others

Answering Yes points to a "Superiority Complex," which may be corrected with time and shock treatment. Score 5 points for a Yes Answer.

Answering No indicates a feeling of inferiority, which may or may not be true. Further study is needed, so score 5 points for a No answer.

Unsure shows a very wishy-washy individual. Go back and answer with a Yes or a No, or else give yourself 10 points for your uncertainty.

You had better be smarter than most people if you hope to win this game. Each time you load the game, the exit changes—and there are many possible exits, but only one way out per game.

Question 3—Having weird friends

People collect a wide assortment of friends over a lifetime, so it is very normal to have a diverse, or "weird" group of friends. However, if you choose friends the way you choose games, your friends probably go well beyond the definition for "weird." Score 10 points if you answered Yes.

If you do not believe your friends are weird, it is probably because they are normal and you are one of their "weird" friends. Give yourself 6 points for a No answer.

You can add 5 points to your score for an Unsure answer. If you are not sure about your friends, who can you be sure of?

Once you're in Bedlam, you'll meet a lot of weird people. Some of them may be able to help you get out, while others will hinder your progress. Be warned—the people that help in one game may not be able to help the next time you play.

Question 4—Writing your life story

Give yourself 8 points for a presumptuous Yes answer.

A No answer says that you feel your life is boring and dull and not worth reading about. That attitude is worth 9 points.

Take away 1 point for an Unsure answer.

If you get out of this game in one piece, you'll really have something to write about.

Question 5—Depression over games

If you get depressed that easily, you need help. Add 5 points to your score for a Yes answer.

Add 3 points for a No answer (you'll get depressed trying to get out of this game—and stay sane).

If you're Unsure, score 7 points for being wishy-washy.

Question 6—Are computers “alive” or “evil”

Did you answer Yes? Add 7 more points for your “micro” phobia.

A No answer earns a healthy 1 point, since most well-adjusted “normal” people know computers are just machines and are incapable of such human traits as making mistakes, suffering from breakdowns, or displaying malevolent characteristics (such as refusing to operate just when you need them most).

An Unsure answer adds 6 points since you should know they're just machines that are here to help you.

Once you start playing Bedlam, you'll get over this feeling of computers being almost “alive.” As to being “evil,” well, just wait and see.

Question 7—Enjoy frustrating games

If you like to be frustrated, Bedlam is for you! Score 8 points for a Yes. If you answered Yes, you may feel differently after you try Bedlam for a while.

A No answer is worth 5 points since people need challenges.

A healthy Unsure is worth 1 point.

Question 8—Computer career

Obviously, Yes is 10 points—you have to be crazy to want to work with computers all day long.

If you answered No, why are you interested in this computer game? Give yourself 5 points for not being honest with yourself and change your answer to Yes (which is an additional 10 points).

Unsure is worth nothing.

Question 9—Getting advice from crazies

This is a reverse variation of question 2 and scores the same point values as the second question, but reversed. That means a Yes answer here is worth the same as a No answer there, and a No answer here is worth exactly what a Yes answer there is worth, and of course, an Unsure answer here remains the same as an Unsure answer there, all else being equal.

If you followed the point scoring for this question without any problems, your answer to question 9 should have been Yes. If you answered No or Unsure, add that point value to the point value a Yes would receive, using the point value scoring system outlined above for this question.

Question 10—Wanting a long vacation

Yes indicates a desire to escape from responsibility, which everyone must face. Yes adds 7 points to your score.

No indicates an obsessive preoccupation with duty, and also adds 7 points to your score.

If you are Unsure as to whether you need a vacation, you really need a vacation. Give yourself 8 points for Unsure.

Question 11—Desire to know someone with X-Ray vision

A wish to know people with super powers could mean that you select your friends based on their talents. Give yourself 8 points for a Yes answer (and shame on you for wanting a friend that you can use).

A No answer indicates a tendency to pre-judgment. Although someone has X-Ray vision, perhaps he has many other qualities which are praiseworthy. Your No answer wouldn't even give him a chance. Give yourself 8 points for a No answer.

An Unsure answer is at least a decent and honest answer, so score 9 points for an Unsure. (It's also a very wishy-washy answer.)

Question 12—Opening a painted door

Your score will depend on whether you answered this question in a real-world sense or in a metaphysical sense. If you said that, Yes, metaphysically, any door (which symbolizes the knowledge of self-worth) that is painted on a wall (which represents the mental barriers that we ourselves create) can be opened (on the intellectual level) to achieve a higher plane or degree of inner awareness and consciousness, congratulations. Give yourself 10 points—'cause you're nuttier than a fruitcake. Answering Yes, in a real world sense, will also get you 10 points (and put away, if anybody hears you).

A No suggests a predisposition for making judgements without considering all the possibilities. Score 9 points for a No.

Unsure is a cop-out—10 points.

Question 13—Are some mental patients sane

Answering Yes indicates a distrust of the hospital system, and doctors in general. If they ever tried to put a sane person in a mental hospital, the mistake would be found out very quickly. You, for example, would easily be recognized as sane, wouldn't you? Of course you would. Give yourself 10 points for doubting the system. After all, they wouldn't be in charge if they didn't know what they were doing.

A No answer indicates blind trust in the system. How did you make it this far with that attitude? 10 points for a No answer. (Boy, you'll believe anything, won't you?)

Unsure is the same as a Yes answer—10 points.

Actually, any answer to this question scores 10 points. (So there was no reason for you to bother reading this explanation of each score.)

Question 14—Getting help from “Napoleon”

If you answered Yes to Question 13, a Yes answer here would be expected. OK, give yourself only 3 points for being consistent.

A Yes answer to question 13 and a No answer here will add 9 points to your score.

If you answered No to Question 13, and Yes to this question, you have an inner conflict problem. Give yourself 9 points.

If you answered No to Questions 13 and 14, you have an unwillingness to consider all avenues of potential egress. Add 10 points to your score.

Unsure about the whole thing? 8 points for being wishy-washy.

Question 15—Suspicious of people carrying needles

Did you answer Yes? You're darn right. Give yourself 1 point for a Yes answer.

A No answer is worth 0 points—you'll be in enough trouble if he catches you. If he does catch you, there is only one way to recover from what he does to you. (You'll have to find out what “it” is.) The clue can be found in one of the answers to the questionnaire.

You don't want to be unsure about this question. If you said Unsure, give yourself 9 points—and lots of luck!

Question 16—Petting guard dogs

You've heard the expression, “His bark is worse than his bite?” Well, in this case, it's not true. 8 points for Yes.

On the other hand, the dog may simply need to be shown a little kindness, so a No answer may be wrong here and earns you 6 more points.

Unsure may indicate a problem relating to animals. (Would Freud have loved to talk to you!) 9 points.

Question 17—Reconsidering your answer to Question 8

Your answer is of no importance. Did you have to go back and read question 8 over again? You only read the question a few minutes ago. If you can't remember something that recent, you're in trouble. 10 points if you had to go back.

Give yourself 0 points if you didn't have to look.

Question 18—Are you still crazy

If you answered Yes, it is a clear admission of insanity. Take 10 points and add them to your score.

If you answered No, how can you be sure? Since you've just admitted that you once were crazy, you still may be. 10 points for a No answer.

If you are not sure whether you are a cuckoo or not, add 10 points to your score.

Question 19—Truthful about Question 18

It's no good. When you answered Question 18, it gave you away. You have already said you are (or you were) crazy. So how can you know if you are telling the truth? Give yourself 9 points.

A No answer says you lied. A No answer is 10 points and a ticket to the funny farm.

Unsure? You don't know if you lied or not? Come along now. Go quietly. 9 points for an Unsure answer.

Question 20—Knowledge of "Plugh"

You know about "Plugh?" Really? That means you've played adventure games before. It also means you're ready for Bedlam. Here's a darling little number in white for you to try on. The sleeves are a little long, but I think it's really you. 8 points for Yes.

No, you've never heard about "Plugh" before? Too bad, that could really cause you some problems here. Oh well, good luck. (Hee, hee, are you gonna get it.) 3 points for a No answer.

Not too sure about "Plugh," are you? Same score as for a No answer. Too bad for you.

Scoring Results

Add up the score for all 20 questions, and use the following chart to determine if Bedlam is for you.

0-30 points—Indicates you are a healthy, well adjusted, normal person with a very high IQ.

31-60 points—Shows you are a person with several mild neuroses. A prime candidate to try Bedlam.

61-99 points—Wacko! Go directly to Bedlam. Do not pass Go. Do not collect \$200.

100+ points—You're kidding. Nobody should be able to score 100 points or more. Get into Bedlam quick.

Note: To those of you who feel the questionnaire made it impossible to ever get a low score, you're right, but your score stands as is. The questionnaire is designed so that many of the questions are absurd or silly. Somebody really sane would never attempt to answer these questions. Not answering a question would result in zero points for the question. If you are crazy enough to answer all questions, you deserve whatever score you get.

IMPORTANT NOTICE

ALL RADIO SHACK COMPUTER PROGRAMS ARE LICENSED ON AN "AS IS" BASIS WITHOUT WARRANTY.

Radio Shack shall have no liability or responsibility to customer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer equipment or programs sold by Radio Shack, including but not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer or computer programs.

NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

RADIO SHACK SOFTWARE LICENSE

A. Radio Shack grants to CUSTOMER a non-exclusive, paid up license to use on CUSTOMER'S computer the Radio Shack computer software received. Title to the media on which the software is recorded (cassette and/or disk) or stored (ROM) is transferred to the CUSTOMER, but not title to the software.

B. In consideration for this license, CUSTOMER shall not reproduce copies of Radio Shack software except to reproduce the number of copies required for use on CUSTOMER'S computer (if the software allows a backup copy to be made), and shall include Radio Shack's copyright notice on all copies of software reproduced in whole or in part.

C. CUSTOMER may resell Radio Shack's system and applications software (modified or not, in whole or in part), provided CUSTOMER has purchased one copy of the software for each one resold. The provisions of this software License (paragraphs A, B, and C) shall also be applicable to third parties purchasing such software from CUSTOMER.

RADIO SHACK  **A DIVISION OF TANDY CORPORATION**

U.S.A.: FORT WORTH, TEXAS 76102

CANADA: BARRIE, ONTARIO L4M 4W5

TANDY CORPORATION

AUSTRALIA

**280-316 VICTORIA ROAD
RYDALMERE, N.S.W. 2116**

BELGIUM

**PARC INDUSTRIEL DE NANINNE
5140 NANINNE**

U.K.

**BILSTON ROAD WEDNESBURY
WEST MIDLANDS WS10 7JN**